



US008091116B2

(12) **United States Patent**
Kütt et al.

(10) **Patent No.:** **US 8,091,116 B2**
(45) **Date of Patent:** **Jan. 3, 2012**

(54) **COMMUNICATION SYSTEM AND METHOD**

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(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 501 days.

(21) Appl. No.: **12/319,367**

(22) Filed: **Jan. 6, 2009**

(65) **Prior Publication Data**

US 2010/0100951 A1 Apr. 22, 2010

(30) **Foreign Application Priority Data**

Oct. 22, 2008 (GB) 0819387.2

(51) **Int. Cl.**

H04L 9/32 (2006.01)

H04L 9/00 (2006.01)

(52) **U.S. Cl.** **726/2; 726/3; 726/5; 713/168; 713/181**

(58) **Field of Classification Search** **726/1-9; 713/168-171, 182-186**

See application file for complete search history.

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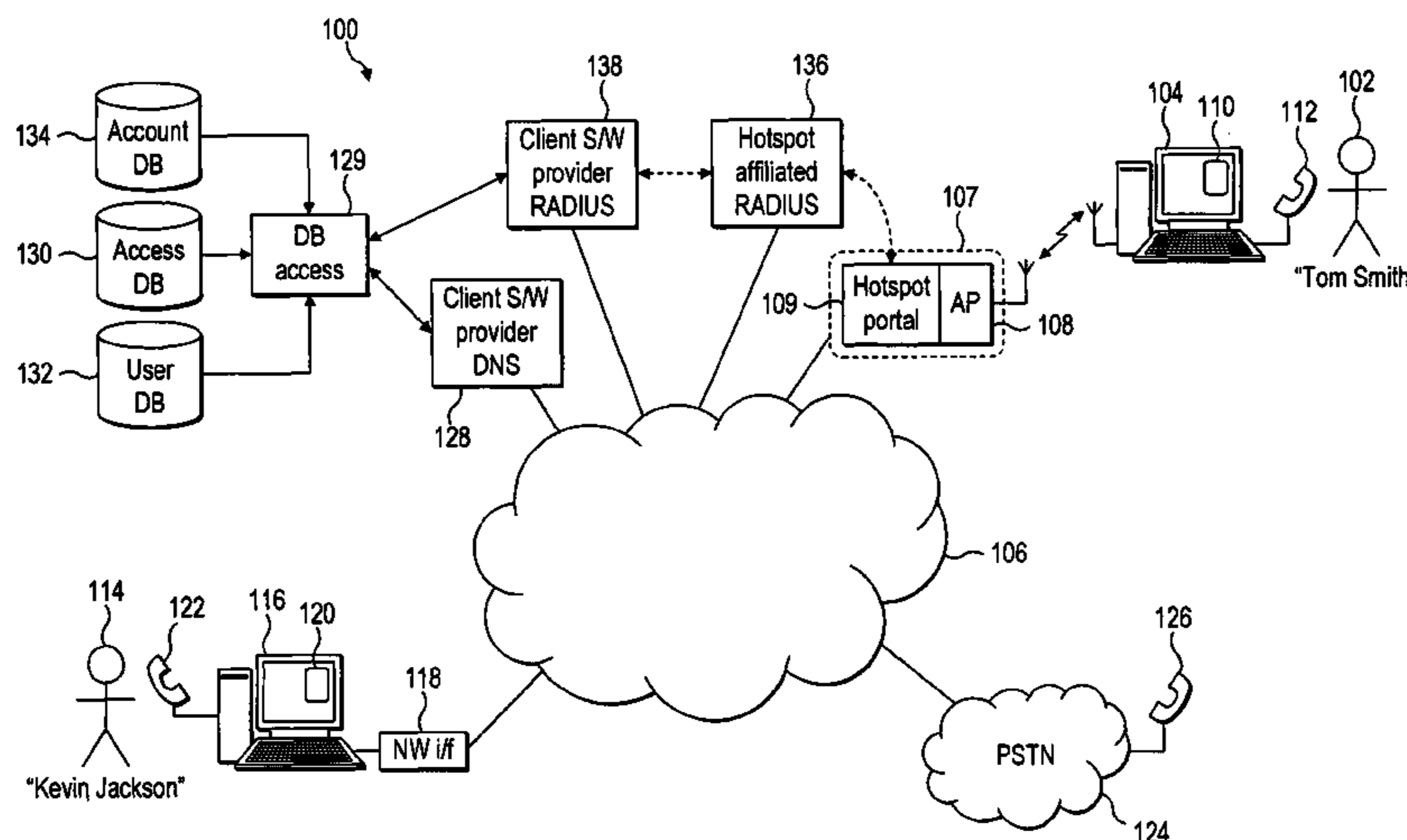
* cited by examiner

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(57) **ABSTRACT**

A method of authenticating a user terminal with an access node providing restricted access to a communication network is provided. The method comprises the user terminal transmitting a request for an authentication token to a trusted network node via an unrestricted channel on the access node, the request comprising a network identity for a user of the user terminal. The network node verifies the identity of the user using the network identity, generates an authentication token and transmits the authentication token to the user terminal via the unrestricted channel. The user terminal derives login information from the authentication token and provides the login information to the access node. The access node authenticates the login information and removes the restricted access such that the communication network can be accessed by the user terminal.

30 Claims, 6 Drawing Sheets



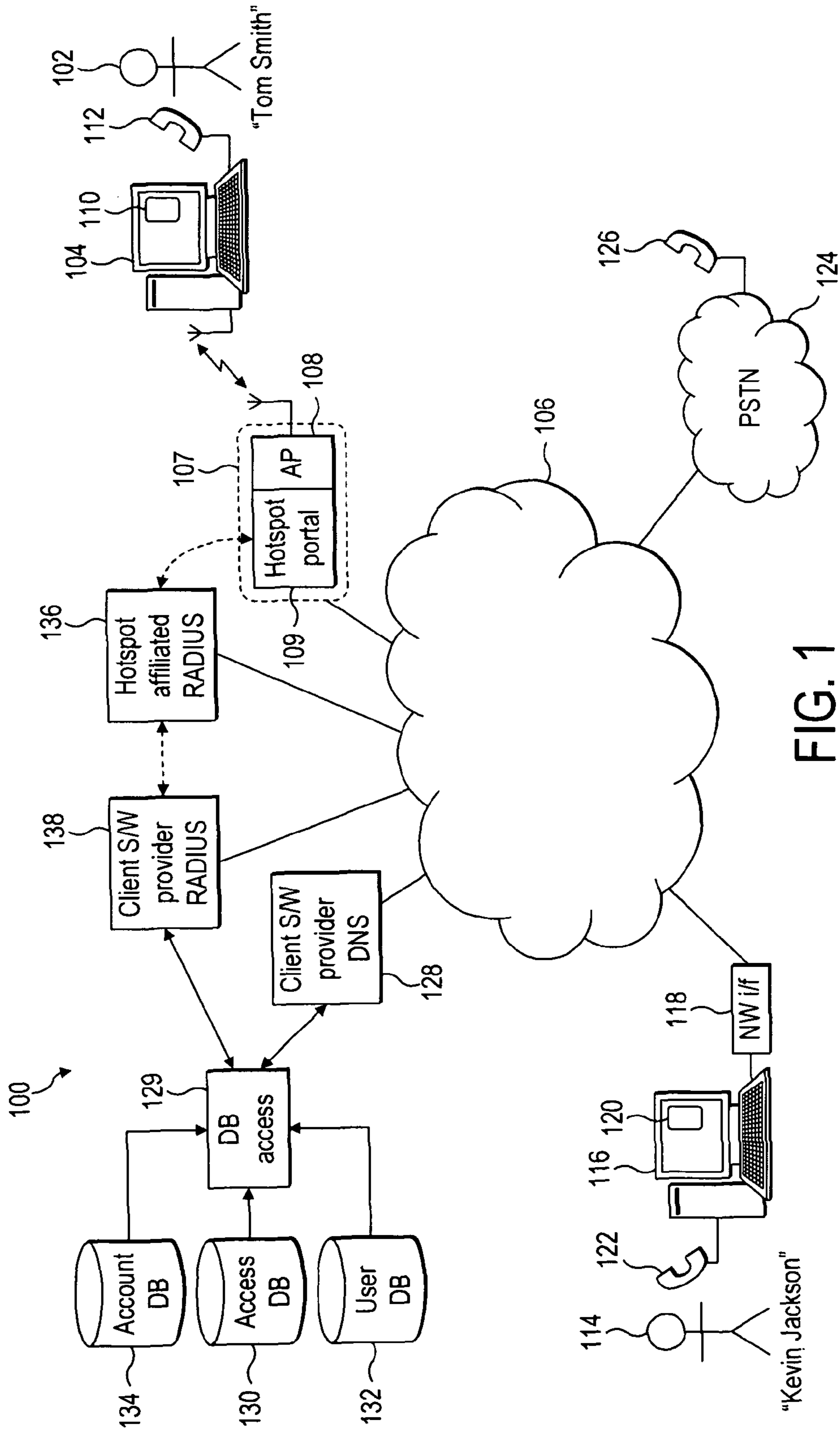


FIG. 1

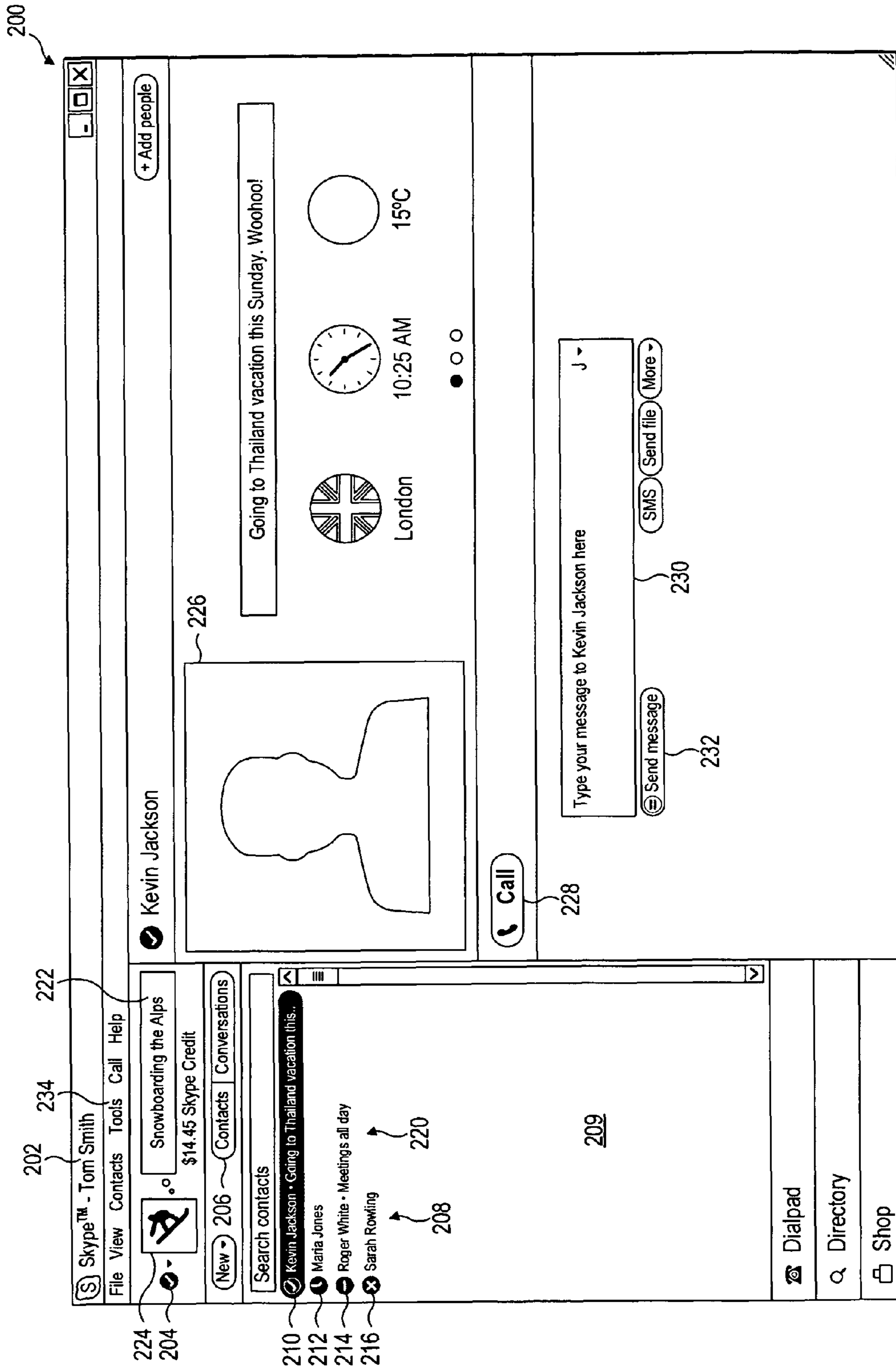


FIG. 2

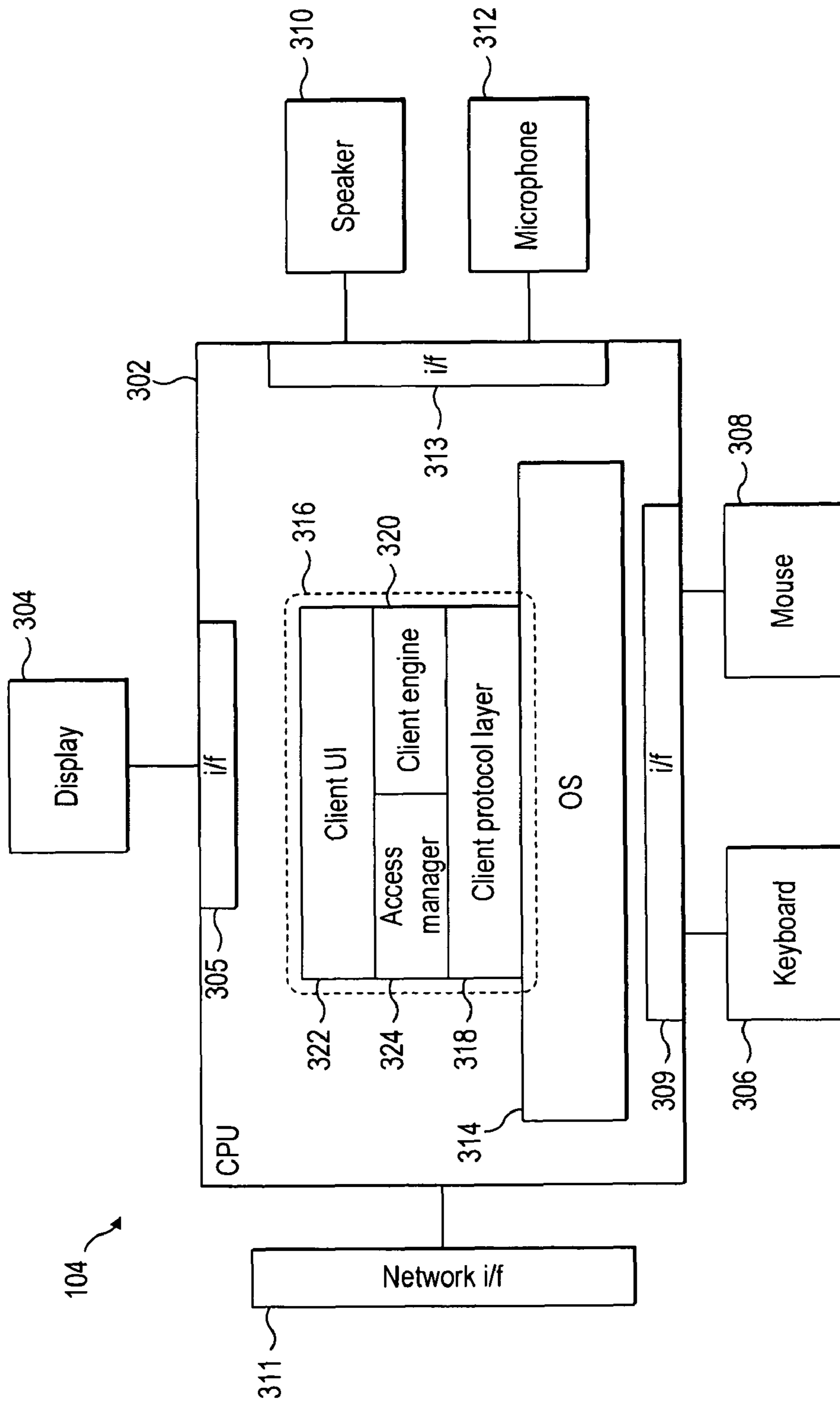


FIG. 3

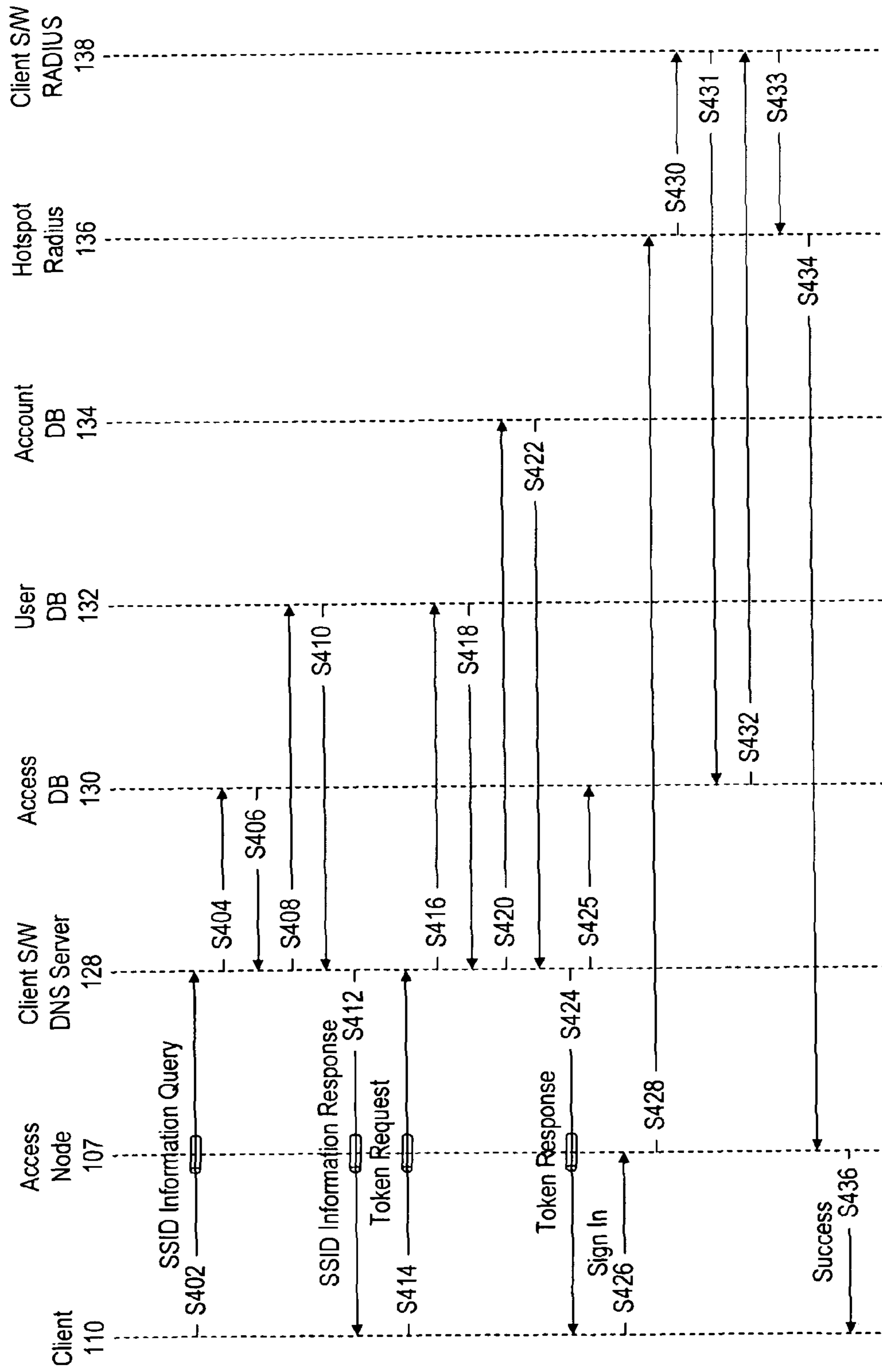


FIG. 4A

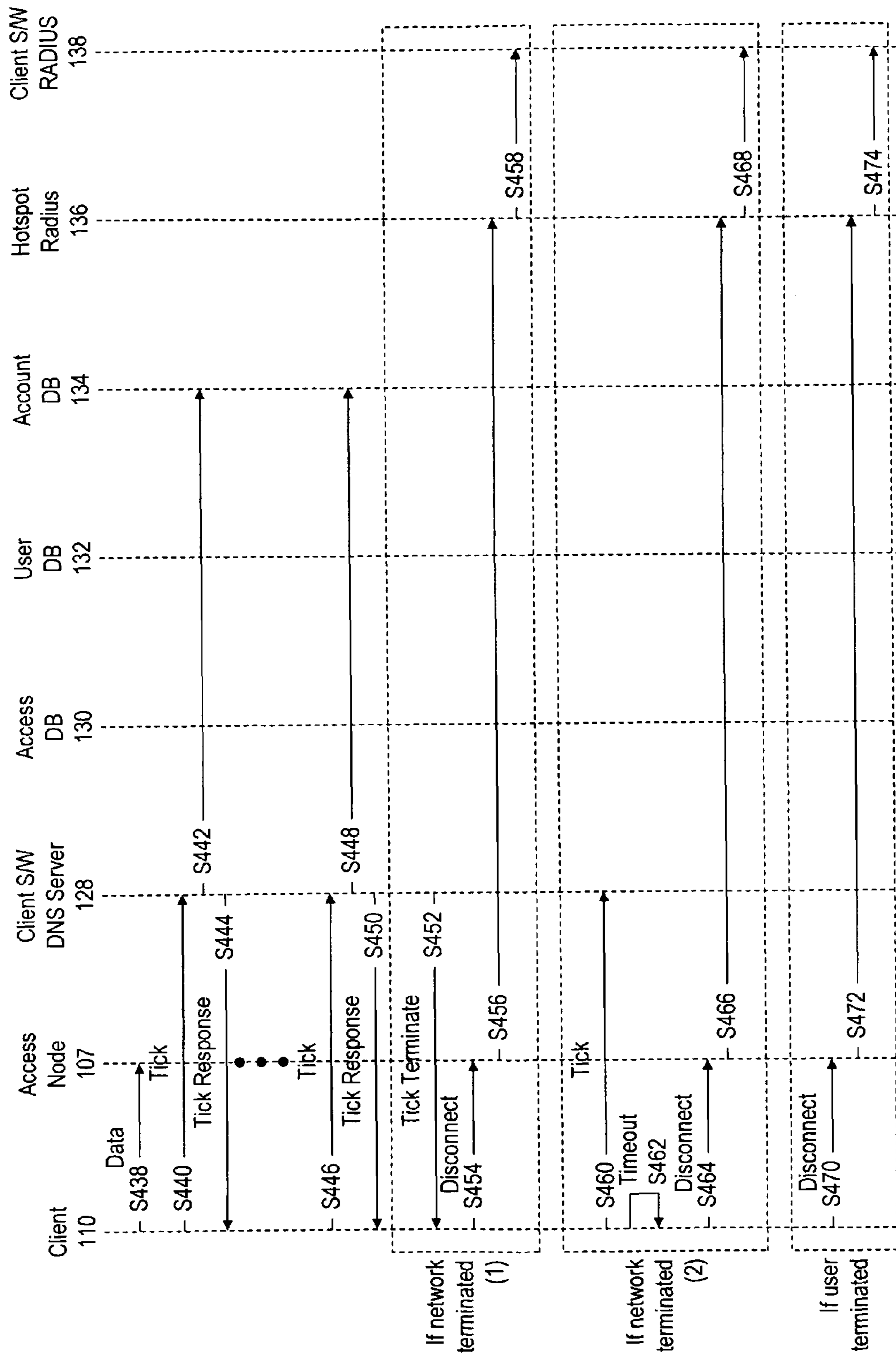


FIG. 4B

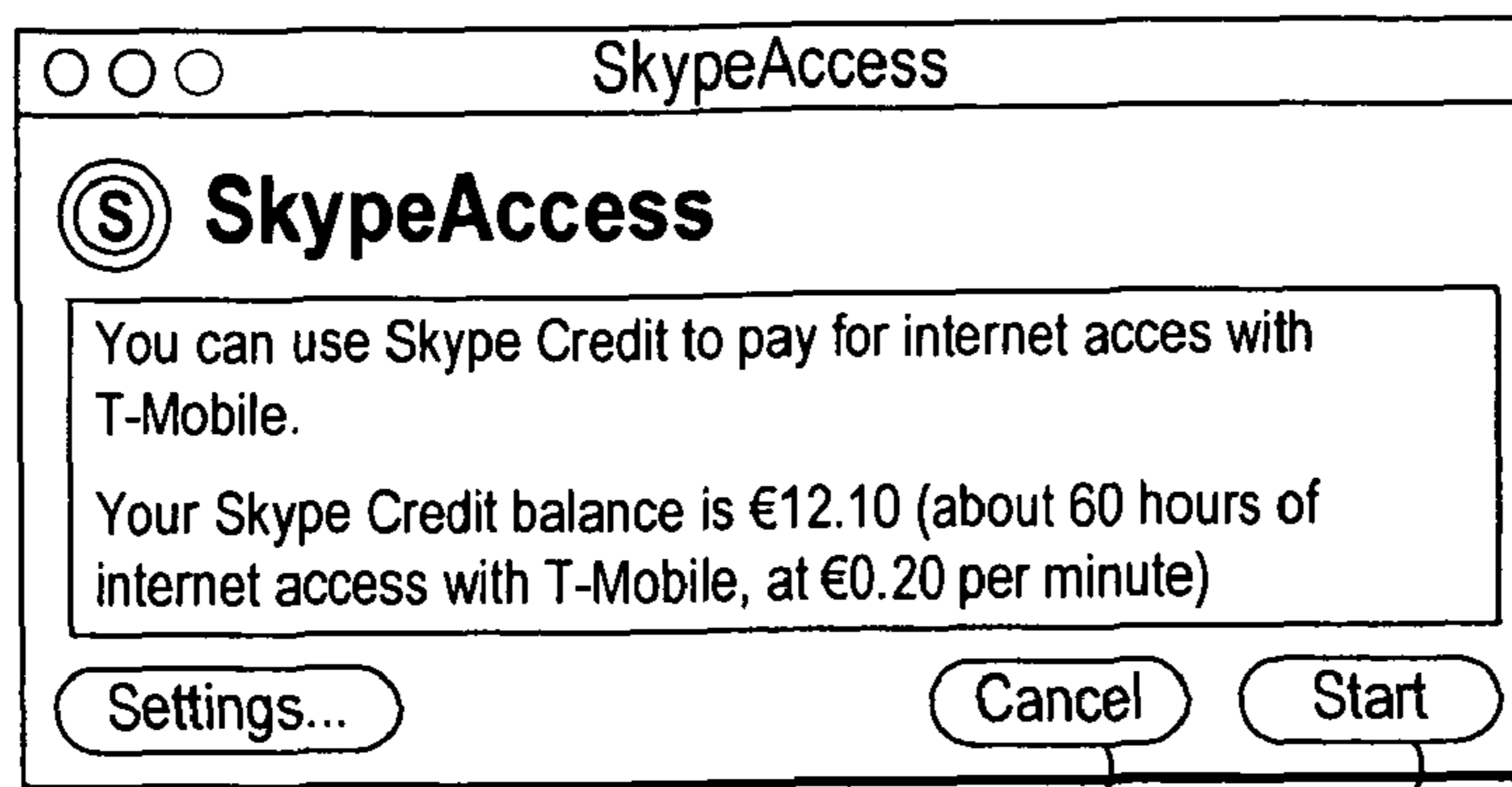


FIG. 5

504

502

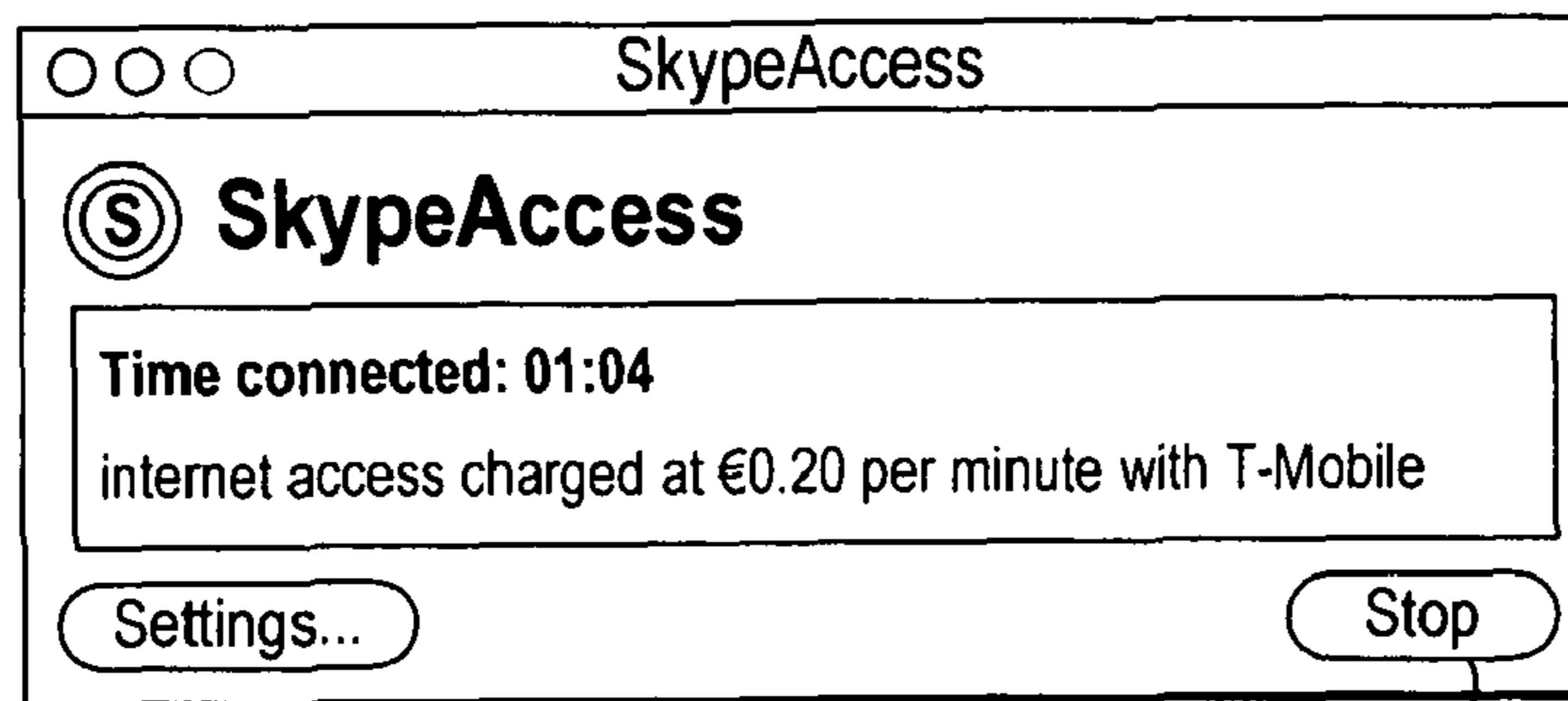


FIG. 6

602

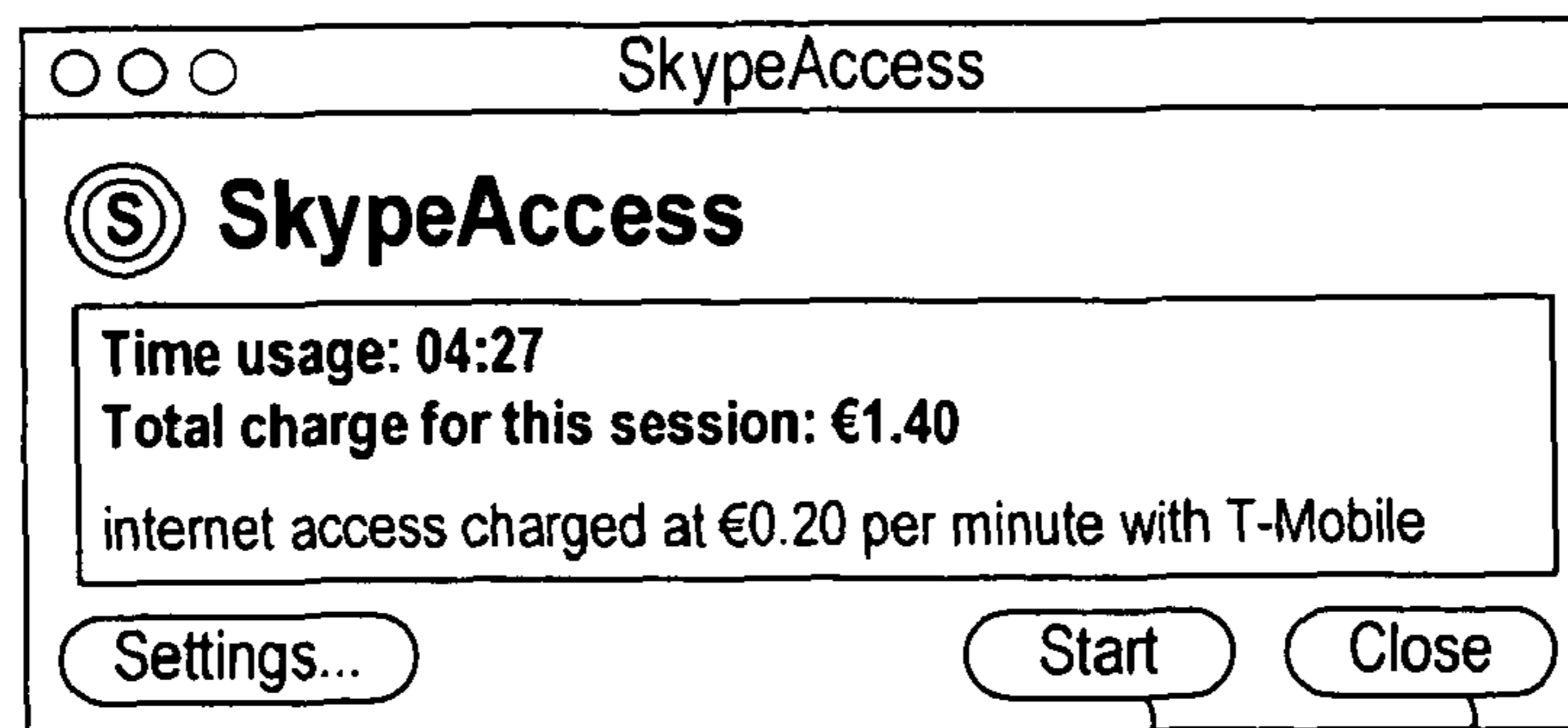


FIG. 7

704

702

COMMUNICATION SYSTEM AND METHOD

RELATED APPLICATION

This application claims priority under 35 U.S.C. §119 or 365 to Great Britain Application No. 0819387.2, filed Oct. 22, 2008. The entire teachings of the above application are incorporated herein by reference.

TECHNICAL FIELD

This invention relates to a communication system and method.

BACKGROUND

Packet-based communication systems allow the user of a device, such as a personal computer, to communicate across a computer network such as the Internet. Packet-based communication systems include voice over internet protocol (“VoIP”) communication systems. These systems are beneficial to the user as they are often of significantly lower cost than fixed line or mobile networks. This may particularly be the case for long-distance communication. To use a VoIP system, the user must install and execute client software on their device. The client software provides the VoIP connections as well as other functions such as registration and authentication. In addition to voice communication, the client may also provide further features such as video calling, instant messaging (“IM”), SMS messaging, and voicemail.

One type of packet-based communication system uses a peer-to-peer (“P2P”) topology built on proprietary protocols. To enable access to a peer-to-peer system, the user must execute P2P client software provided by a P2P software provider on their computer, and register with the P2P system. When the user registers with the P2P system the client software is provided with a digital certificate from a server. Once the client software has been provided with the certificate, communication can subsequently be set up and routed between users of the P2P system without the further use of a server. In particular, the users can establish their own communication routes through the P2P system based on the exchange of one or more digital certificates (or user identity certificates, “UIC”), which enable access to the P2P system. The exchange of the digital certificates between users provides proof of the users’ identities and that they are suitably authorised and authenticated in the P2P system. Therefore, the presentation of digital certificates provides trust in the identity of the user. It is therefore a characteristic of peer-to-peer communication that the communication is not routed using a server but directly from end-user to end-user. Further details on such a P2P system are disclosed in WO 2005/009019.

A problem with packet-based communication systems is that a reliable connection to the internet with a sufficient bandwidth is required. Whilst this is generally not a problem when the user is at a known, fixed location (such as their home), this can be particularly problematic when the user is travelling. Wireless internet hotspots, provided by wireless local area network (“WLAN”) access points and appropriate hotspot software, are widely available for use by users when travelling. These are often available in public areas such as airports, cafes and stations. However, these hotspots are frequently not open and access is restricted and secured. These hotspots require the user to obtain login credentials from the hotspot operator in return for payment.

A protocol such as the Wireless Internet Service Provider roaming (“WISPr”) protocol can be used for accessing the hotspot. When the WISPr protocol is used, a user attempting to connect to the internet using a restricted-access hotspot is redirected to a login server of the operator of the hotspot. This redirection results in the display of a login page to the user. The login page prompts the user to either enter a username and password (for example if this has been purchased in advance by the user or provided as part of a pre-arranged billing arrangement) or enter credit card (or other payment) details. By entering the required information the user gains access to the hotspot and can connect to the internet, and is charged accordingly.

Accessing hotspots in such a manner is problematic. Firstly, there is a security issue with the user entering payment details into the login server of the hotspot. The user must have sufficient trust in the hotspot provider not to expose their payment details or personal data. Secondly, it is inconvenient for the users to enter payment details into the hotspot login server, as it requires them to have their payment details to hand. Thirdly, it is a slow process to manually log in and enter this information, which is inefficient if the user wishes to quickly access the internet to use the packet-based communication system.

There is therefore a need for a technique to address the aforementioned problems with accessing restricted WLAN hotspots.

SUMMARY

The inventors have appreciated that many of the above-mentioned problems can be addressed by enabling the users to pay for access to a hotspot using credit that the users have already purchased for use in the packet-based communication system. As the users already use the packet-based communication system, they frequently already have a payment relationship with the provider of the packet-based communication software. Typically, this is in the form of pre-paid credits that the user has purchased, for example for making calls between the internet and the public switched telephone network (“PSTN”).

The users have trust in the provider of packet-based communication software, as they have a pre-existing billing arrangement. Therefore, the users are more comfortable providing personal data or login credentials to the provider of packet-based communication software, rather than the operator of a hotspot.

Furthermore, the users do not need to enter payment details whenever they want to access a hotspot. Instead, they only need to provide their login credentials for the packet-based communication network due to the pre-existing billing relationship. The mechanism for accessing the hotspot can be closely integrated into the communication client software, which can greatly speed up the process of the user gaining access to the packet-based communication system via the hotspot.

However, there are several problems with enabling the user to pay for access to a hotspot using credits purchased for use in the packet-based communication system.

Firstly, there are security issues as the hotspot is not under the control of the provider of packet-based communication software, but is instead operated by a third party. Therefore, it is not appropriate for the third party hotspot operator to be exposed to the login credentials of the user in the packet-based communication network.

Secondly, there are problems with initially authenticating the user with the packet-based communication network when

the only hotspot available is a restricted hotspot. As the access to the hotspot is restricted, the user is unable to gain access to the internet before being authenticated. However, the user needs to be authenticated by the provider of the packet-based communication software (and not the hotspot provider). Therefore, the user must access the authentication systems of the provider of the packet-based communication software, which is difficult without accessing the internet via the hotspot and without being provided with a username and password for use with the hotspot in advance (which would be complex and costly to manage).

Thirdly, once the user is connected to the hotspot it is difficult for the connection to be terminated from the network side. This is because the hotspot is not under the control of the packet-based communication software provider. A network-side termination can be required in the case that the user runs out of credit.

Further issues also exist with ensuring that the accounting for a session using the hotspot is correct and that appropriate payments are made between the user, the packet-based communication software provider and the hotspot operator. Furthermore, the technique for connecting via the hotspot must not be inefficient in terms of signalling or speed.

According to one aspect of the present invention there is provided a method of authenticating a user terminal with an access node providing restricted access to a communication network, comprising: the user terminal transmitting a request for an authentication token to a trusted network node via an unrestricted channel on the access node, the request comprising a network identity for a user of the user terminal; the network node verifying the identity of the user using the network identity, generating an authentication token and transmitting the authentication token to the user terminal via the unrestricted channel; the user terminal deriving login information from the authentication token and providing the login information to the access node; and the access node authenticating the login information and removing the restricted access such that the communication network can be accessed by the user terminal.

The trusted network node may be arranged to communicate using a domain name server protocol and the request for an authentication token is provided within a domain name server query.

The unrestricted channel may be accessed using domain name server tunnelling. The request for an authentication token may be encrypted by the user terminal and the authentication token is encrypted by the network node.

Preferably, the method further comprises the steps of, prior to transmitting the request for an authentication token: the user terminal reading an identity of the access node and transmitting the access node identity to the trusted network node via the unrestricted channel on the access node; and the network node determining whether an agreement exists with the identified access node and, in the case that an agreement exists, transmitting a notification message to the user terminal indicating that the user can pay for access to the communication network via the access node using credit purchased from the trusted network node operator.

The notification message may comprise pricing information for access to the communication network via the access node.

Preferably, the method further comprises the step of the network node accessing a user database to determine the location of the user and using the location to determine the currency for the pricing information.

Preferably, the step of the network node verifying the identity of the user using the network identity comprises the

network node verifying the network identity against the user database. The network identity may comprise username and password information.

The step of the network node generating the authentication token may further comprise the node deriving and storing the login information from the generated authentication token. The step of authenticating the login information may further comprise the access node determining a billing entity from the login information and forwarding the login information to the billing entity over the communication network.

Preferably, the method further comprises the step of the billing entity authenticating the login information with the trusted network node operator.

The login information may comprise a temporary username and a temporary password.

In one embodiment, the user terminal is executing a communication client, and the communication client is arranged to perform the steps of transmitting the request for the authentication token and deriving the login information. Preferably, the communication client is a voice over internet protocol client.

According to another aspect of the invention there is provided an authentication system comprising: a communication network; an access node arranged to provide restricted access to the communication network; a trusted network node connected to the communication network; and a user terminal arranged to transmit a request for an authentication token to the trusted network node via an unrestricted channel on the access node, the request comprising a network identity for a user of the user terminal, wherein the network node is arranged to verify the identity of the user using the network identity, generate an authentication token and transmit the authentication token to the user terminal via the unrestricted channel, the user terminal is arranged to derive login information from the authentication token and providing the login information to the access node, and the access node is arranged to authenticate the login information and remove the restricted access such that the communication network can be accessed by the user terminal.

The user terminal may be further arranged to, prior to transmitting the request for an authentication token, read an identity of the access node and transmit the access node identity to the trusted network node via the unrestricted channel on the access node, and the network node may be further arranged to determine whether an agreement exists with the identified access node and, in the case that an agreement exists, transmit a notification message to the user terminal indicating that the user can pay for access to the communication network via the access node using credit purchased from the trusted network node operator.

The network node may be further arranged to access a user database to determine the location of the user and use the location to determine the currency for the pricing information. The network node may be arranged to verify the identity of the user using the network identity by verifying the network identity against the user database.

The network node may be arranged to generate the authentication token further by deriving and storing the login information from the generated authentication token.

The access node may be arranged to authenticate the login information further by determining a billing entity from the login information and forwarding the login information to the billing entity over the communication network.

The billing entity may be arranged to authenticate the login information with the trusted network node operator.

5

The user terminal may be arranged to execute a communication client, and the communication client may be arranged to transmit the request for the authentication token and derive the login information.

BRIEF DESCRIPTION OF THE DRAWINGS

For a better understanding of the present invention and to show how the same may be put into effect, reference will now be made, by way of example, to the following drawings in which:

FIG. 1 shows a packet-based communication system;

FIG. 2 shows a user interface of a communication client;

FIG. 3 shows a user terminal executing a communication client;

FIG. 4A shows a signalling chart for the process of logging into a WLAN hotspot;

FIG. 4B shows a signalling chart for the process of sending data and terminating a connection to a WLAN hotspot;

FIG. 5 shows a message displayed to a user before connecting to a WLAN hotspot;

FIG. 6 shows a message displayed to a user during connection to a WLAN hotspot; and

FIG. 7 shows a message displayed to a user upon disconnection from a WLAN hotspot.

DETAILED DESCRIPTION

Reference is first made to FIG. 1, which illustrates a packet-based communication system 100. It should be appreciated however, that whilst this system and method is described with reference to a packet-based communication system, the same techniques could also be applied to provide access to hotspots for other applications. Note also that whilst this illustrative embodiment is described with reference to a P2P communication system, other types of communication system could also be used, such as non-P2P, VoIP or IM systems. A first user of the communication system (named “Tom Smith” 102) operates a user terminal 104 which is able to connect to a network 106 such as the Internet. The user terminal 104 may be, for example, a personal computer (“PC”) (including, for example, Windows™, Mac OS™ and Linux™ PCs), a personal digital assistant (“PDA”), a mobile phone, a gaming device or other embedded device able to connect to the network 106. The user terminal 104 is arranged to receive information from and output information to the user 102 of the device. In a preferred embodiment of the invention the user device comprises a display such as a screen and an input device such as a keyboard, mouse, joystick and/or touch-screen.

In the example shown in FIG. 1, the user terminal 104 comprises a network interface that is able to connect to a WLAN access node 107. The access node comprises an access point (“AP”) 108, which provides wireless connections to the access node 107, and a hotspot portal 109, which controls whether a user terminal is able to connect to the access node 107. The AP 108 and hotspot portal 109 can be co-located in a single entity, or be provided in distinct separate entities. However, regardless of the structural layout, the functionality of the two elements is the same, such that the hotspot portal 109 controls whether a user terminal is able to connect to the network 106 (and hence the internet) via the AP 108. The hotspot portal 109 provides functionality such as redirection for authentication and payment.

The user terminal 104 is running a communication client 110, provided by the software provider. The communication client 110 is a software program executed on a local processor

6

in the user terminal 104. The user terminal 104 is also connected to a handset 112, which comprises a speaker and microphone to enable the user to listen and speak in a voice call. The microphone and speaker does not necessarily have to be in the form of a traditional telephone handset, but can be in the form of a headphone or earphone with an integrated microphone, as a separate loudspeaker and microphone independently connected to the user terminal 104, or integrated into the user terminal 104 itself.

An example of a user interface 200 of the communication client 110 executed on the user terminal 104 of the first user 102 is shown illustrated in FIG. 2. Note that the user interface 200 can be different depending on the type of user terminal 104. For example, the user interface can be smaller or display information differently on a mobile device, due to the small screen size. In the example of FIG. 2, the client user interface 200 displays the username 202 of “Tom Smith” 102 in the communication system, and the user can set his own presence state (that will be seen by other users) using a drop down list by selecting icon 204.

The client user interface 200 comprises a button 206 labelled “contacts”, and when this button is selected the contacts stored by the user in a contact list are displayed in a pane 209 below the button 206. In the example user interface in FIG. 2, four contacts of other users of the communication system are shown listed in contact list 208. Each of these contacts have authorised the user 102 of the client 110 to view their contact details and presence state. Each contact in the contact list has a presence status icon associated with it. For example, the presence status icon for “Kevin Jackson” 210 indicates that this contact is “online”, the presence icon for “Maria Jones” 212 indicates that this contact is “away”, the presence icon for “Roger White” 214 indicates that this contact’s state is “do not disturb” (“DND”), the presence icon for “Sarah Rowling” 216 indicates that this contact is “offline”. Further presence state indications can also be included. Mood messages 220 of the contacts are shown displayed next to the names of the contacts in pane 209.

Presuming that the user 102 is able to gain access to the network 106 via the WLAN access node 107, VoIP calls to the users in the contact list may be initiated over the communication system by selecting the contact and clicking on a “call” button 228 using a pointing device such as a mouse. Referring again to FIG. 1, the call set-up is performed using proprietary protocols, and the route over the network 106 between the calling user and called user is determined by the peer-to-peer system without the use of servers. For example, the first user “Tom Smith” 102 can call a second user “Kevin Jackson” 114.

Following authentication through the presentation of digital certificates (to prove that the users are genuine subscribers of the communication system—described in more detail in WO 2005/009019), the call can be made using VoIP. The client 110 performs the encoding and decoding of VoIP packets. VoIP packets from the user terminal 104 are transmitted into the network 106 via the access node 107, and routed to a computer terminal 116 of the called party 114, via a network interface 118. A client 120 (similar to the client 110) running on the user terminal 116 of the called user 114 decodes the VoIP packets to produce an audio signal that can be heard by the called user using the handset 122. Conversely, when the second user 114 talks into handset 122, the client 120 executed on user terminal 116 encodes the audio signals into VoIP packets and transmits them across the network 106 to the user terminal 104. The client 110 executed on user terminal 104 decodes the VoIP packets, and produces an audio signal that can be heard by the user of the handset 112.

The VoIP packets for calls between users (such as **102** and **114**) as described above are passed across the network **106** only, and the public switched telephone network (“PSTN”) **124** is not involved. Furthermore, due to the P2P nature of the system, the actual voice calls between users of the communication system can be made with no central servers being used. This has the advantages that the network scales easily and maintains a high voice quality, and the call can be made free to the users. Additionally, calls can also be made from the client (**110**, **122**) using the packet-based communication system to fixed-line or mobile telephones **126**, by routing the call to the PSTN network **124**. Similarly, calls from fixed-line or mobile telephones **126** can be made to the packet-based communication system via the PSTN **124**.

In addition to making voice calls, the user of the client **110** can also communicate with the users listed in the contact list **208** in several other ways. For example, an instant message (also known as a chat message) can be sent by typing a message in box **230** (as shown in FIG. 2) and sending it by selecting the “send message” button **232**. Additionally, the first user **102** can use the client **110** to transmit files to users in the contact list **208**, send voicemails to the contacts or establish video calls with the contacts (not illustrated in FIG. 2).

FIG. 3 illustrates a detailed view of the user terminal **104** on which is executed client **110**. The user terminal **104** comprises a central processing unit (“CPU”) **302**, to which is connected a display **304** such as a screen via a display interface **305**, an input device such as a keyboard **306** and a pointing device such as a mouse **308** connected via an interface **309** such as USB. In alternative terminals, the input devices and pointing device can be integrated into the terminal, such as a keypad, touch-screen and/or joystick. An output audio device **310** (e.g. a speaker) and an input audio device **312** (e.g. a microphone) are connected via an audio interface **313**. The output audio device **310** and input audio device **312** may be integrated into a handset **112** or headset, or may be separate. The CPU **302** is connected to a network interface **311** for connecting to a WLAN AP.

FIG. 3 also illustrates an operating system (“OS”) **314** executed on the CPU **302**. Running on top of the OS **314** is a software stack **316** for the client **110**. The software stack shows a protocol layer **318**, a client engine layer **320** and a client user interface layer (“UI”) **322**. Each layer is responsible for specific functions. Because each layer usually communicates with two other layers, they are regarded as being arranged in a stack as shown in FIG. 3. The operating system **314** manages the hardware resources of the computer and handles data being transmitted to and from the network via the network interface **108**. The client protocol layer **318** of the client software communicates with the operating system **314** and manages the connections over the communication system. Processes requiring higher level processing are passed to the client engine layer **320**. The client engine **320** also communicates with the client user interface layer **322**. The client engine **320** may be arranged to control the client user interface layer **322** to present information to the user via the user interface of the client (as shown in FIG. 2) and to receive information from the user via the user interface.

Also shown integrated into the client **110** is an access manager **324**. The access manager **324** is responsible for managing access to WLAN hotspots, as will be described in more detail hereinafter. In preferred embodiments, the access manager **324** is integrated into the client **110**, and utilises the client UI layer **322** to display information to the users, and the client protocol layer **318** to connect to the communication system. In alternative embodiments, the access manager **324**

can be implemented as standalone software executed on the OS **314**, but which is in communication with the client **110**.

As stated above, a problem exists if the access node **107** provides only restricted access to the network **106**, and the user does not possess the required credentials to enable access. Without access to the network **106**, the user **102** is unable to use the communication client **110** to make calls (or send IM messages) over the network **106** (for example to user **114**, as described above).

The system and method described below enables the user to gain access to the hotspot **109** without supplying sensitive personal information to the hotspot operator, whilst using payment credits purchased from the communication client software provider.

Reference is now made to FIG. 1 and FIG. 4A, which describes the process for connecting to the restricted access node **107**. As a first step (not shown in FIG. 4A), the operating system **314** of the device on which the client is installed scans for available wireless networks. The operating system can automatically connect to a remembered access point or prompt the user to select an access point. The operation of the scanning performed by the OS **314** depends on the user terminal **104** in use, and the OS that it is running.

The access manager **324** (in FIG. 3) detects changes occurring at the network interface **311**. This can be achieved either by the access manager **324** being notified of a network interface event or by periodic polling by the access manager. The mechanism used for this depends on the user terminal **104** in question.

When a change in network interface is detected the access manager **324** reads the service set identifier (“SSID”) of the AP **108** found by the OS **314** scan. Responsive to this, the access manager **324** generates an SSID information query. This query is used to discover whether it is possible for the access manager to log in to the hotspot **109** in question, and pay for access using pre-existing payment credits. To do this, the access manager **324** needs to send the SSID information query over the network **106** to a server holding a database of acceptable SSIDs. However, general access to the network **106** is restricted by the hotspot **109**. In alternative embodiments, a database of acceptable SSIDs could be kept at the user terminal, but this is more difficult to manage.

To circumvent this restriction to access to the network **106**, the SSID information query is encoded as a DNS query that is sent to a communication client software provider domain name server (“DNS”) **128** (in FIG. 1) over the network **106** via a DNS portal of the AP **108**. The DNS protocol is used to bypass access restrictions of the hotspot **109** using a technique known as DNS tunnelling.

Note that the communication client software provider domain name server (“DNS”) **128** is not necessarily an actual domain name server, but can be a specially configured server that is arranged to communicate using the DNS protocol.

This is achieved by using a Canonical name (“CNAME”) record DNS query. Both the query and response format must comply with strict rules. The total length of a fully qualified domain name (“FDQN”) cannot exceed 255 bytes when represented in internal format that intermixes labels of up to 63 characters with length bytes. Using maximum length labels, there are **250** characters for carrying a payload. Base32 encoding can be used with the dictionary abcdefghijklmnopqrstuvwxyz0123456. Each character can carry 5 bits of binary payload, which means that each response and query can carry 1248 bits. An 1152 bit Rivest Shamir Adleman (“RSA”) key is used for encryption. The readable form of query would be in a similar form to “data.data.data.access.skype.com”.

The SSID information query sent from access manager **324** to the communication client software provider DNS server **128**, comprises the SSID identifying the wireless LAN AP **108**, a media access control (“MAC”) address (identifying the physical network interface of the AP **108**) and optionally the username of the user **102** logged into the client **110**.

More specifically, the payload of the SSID information query comprises the following data:

- command—1 byte, indicates that the payload is a SSID Information Request
- cmdid—1 byte, client-assigned command ID. The DNS server will then send it back in responses to allow matching commands and responses
- username—32 bytes, string, may be non-zero-terminated if username is exactly 32 bytes long
- access point SSID—32 bytes, string, may be non-zero-terminated if SSID is exactly 32 bytes long
- access point MAC—6 bytes, binary, all zeroes if not available
- random client challenge—16 bytes, binary
- username hash for usernames longer than 32 characters, binary—20 bytes (SHA1) (this is meaningful only if username is not terminated with zero)

The command portion of the payload is sent unencrypted. The remaining payload is RSA encrypted for security. The payload is then base32 encoded, the result is then broken down into separate labels, with a domain name for which the packet-based communication system provider runs a DNS service added, for example “.access.skype.com”.

The access manager **324** in the client **110** then makes a recursive CNAME query. This is shown as step **S402** in FIG. 4A. As stated, because this is a DNS query (using DNS tunnelling), the message can be sent even though the hotspot **109** restricts access to the network **106**.

On receipt of the SSID query the communication client software provider DNS server **128** extracts the binary payload by concatenating all labels and leaving out any characters that are not in the dictionary, until the result is **231** characters long, at which point the base32 encoding is removed, resulting in 144 byte binary payload. The binary payload is then RSA decrypted.

The communication client software provider DNS server **128** determines if an agreement exists between the hotspot **109** operator and a payment partner (i.e. a trusted partner with whom a billing arrangement exists). This is determined by querying an access database **130** with the SSID in step **S404**. A response is received from the access DB **130** in step **S406**. Pricing information for this hotspot **109** is also retrieved in step **S406**. The location of the user (set in the user’s profile information) can optionally be determined by querying a user database **132** with the username in step **S408** and receiving the response in step **S410**. Using this data, pricing information may be given in the user’s local currency.

Note that the databases in FIG. 1 are accessed via an optional DB access node **129**.

If the SSID information query does not include the MAC address then the DNS server **128** just looks up the SSID, ignoring the MAC. If the query specifies a certain MAC, then server attempts to find a match. If a match is not found, then server zeroes out MAC address in response, and responds with generic SSID information.

The communication client software provider DNS server **128** generates an SSID response, encoded as a DNS response. If it is determined that the user **102** can pay for access to the internet via the AP **108** using their credit (as purchased for use in the packet-based communication system), the SSID response will indicate that the client **110** can pay for accessing

the hotspot using the access manager **324**. In particular the SSID response can include pricing information for the hotspot **109** in the user’s local currency.

The SSID information response payload generated by the communication client software provider DNS server comprises:

- cmdid—1 byte, command ID of SSID request command that this response corresponds to
- access point SSID—32 bytes, string, may be non-zero-terminated if SSID is exactly 32 bytes long
- access point MAC—6 bytes, binary, all zeroes if not available
- price—4 bytes, big endian unsigned integer
- price_precision—4 bytes, price decimal precision, big endian unsigned integer
- currency—4 bytes, zero terminated 3-letter currency code
- provider ID—2 bytes, big-endian integer

The communication client software provider DNS server **128** encrypts the SSID information response using an encryption key derived from the ‘client challenge’ provided in the query. After encryption the payload is base32 encoded.

The SSID information response is sent to the client **110** in step **S412** using DNS tunnelling.

In response to receiving a positive response to the SSID information query, the access manager **324** is arranged to generate a token request and to transmit the token request using the DNS protocol (tunnelling) to the communication client software provider DNS server **128** in step **S414**.

The payload of the token request message comprises:

- command—1 byte
- cmdid—1 byte, client-assigned command ID.
- username—32 bytes, string, may be non-zero-terminated if username is exactly 32 bytes long
- access point SSID—32 bytes, string, may be non-zero-terminated if SSID is exactly 32 bytes long
- password hash—16 bytes (MD5), binary
- random client challenge—16 bytes, binary
- username hash for usernames longer than 32 characters, binary—20 bytes (SHA1) (this is meaningful only if username is not terminated with zero)

The 1-byte command is sent unencrypted, the remaining total payload of 117 bytes is RSA encrypted. The password hash is a username/password hash where additionally first 16 bytes of public RSA key are hashed in. This makes the hash usable only while the RSA key that has been used to encrypt the packet, invalidating all previously sent hash values when the RSA key is invalidated.

The resulting 1160 bits are then base32 encoded, the result broken down into separate labels, and a domain name for which the packet-based communication system provider runs a DNS service added, for example “.access.skype.com”. The client **110** then makes a recursive CNAME query in IN class to the communication client software provider DNS server **128** in step **S414**. As each query is different, each reaches the DNS server that gives authoritative answers for a specified domain.

The ‘client challenge’ is used for generating a key for encrypting the response packets, and also for generating a sessionID value from the token (described below). For example, the RC4-drop(768) symmetric encryption algorithm can be used, although any symmetric cipher in stream mode can also be used.

In response to receiving the token request the communication client software provider DNS server is arranged to decrypt the token request and to extract the username and password hash. In step **S416** and **S418**, the DNS server verifies the username and password against credentials listed in

11

the user database **132**. In step **S420**, the user's credit balance is requested from an account DB **134**, and a response received in **S422**, to ensure that the user has sufficient credit to pay for the hotspot **109** access.

If the user is verified and has sufficient credit, then the communication client software provider DNS server **128** will generate a random 16-byte token and respond to the client **110** with a base32-encoded response.

The payload of the token response message comprises:

command—1 byte

rc4 initialization vector—4 bytes, binary value

result code—1 byte

cmdid—1 byte, command ID of token request command that this response corresponds to

token—8 bytes

tick server addresses—8 bytes, preferably two IP addresses of where to send ticks to (described below)

login name format specifier—up to 83 bytes.

The entire payload starting from result code is encrypted using a key generated from the client challenge. After encryption the payload is base32 encoded. The token response message is then sent to the client **110** in step **S424** using DNS tunnelling. The client **110** then decodes and then decrypts the response.

The communication client software provider DNS server **128** also stores the token that it generated with the username and the client challenge in the access DB **130** in step **S425**. The communication client software provider DNS server **128** also generates a temporary username from the token (as described below) and stores this as a session ID. The token, if unused, will expire from the server after a predetermined time.

In response to receiving the token and format specifier in step **S424**, the access manager **324** decodes and decrypts the response. The access manager **324** then controls the client UI **322** to provide the user with the option to pay for connection using their packet-based communication system credit. An example user interface message is shown illustrated in FIG. 5. The user **102** can choose to connect to the AP **108** by selecting the "start" button **502**, or choose not to connect by selecting the "cancel" button.

In response to receiving a selection signal from the user indicating that the user wishes to connect to the AP **108**, the access manager signs in to the hotspot **109** in step **S426** using a temporary username (derived from the token and the client challenge) and a temporary password (derived from a hash function of the user's password and the client challenge).

The temporary username is formatted according to the format specifier included in the token response. The format of the temporary username allows the hotspot **109** provider to determine the identity of the billing partner.

The client **110** signs into the hotspot **109** in accordance with the WISPr recommendations. The access manager **324** attempts to send a http request via the AP **108**, for retrieving a predetermined file of known content. The hotspot **109** redirects the request to the hotspot provider's login server (not shown). In response to being redirected to the login server, the access manager **324** is arranged to provide the temporary username and password to sign into the login server.

The hotspot **109** determines from the format of the temporary username (e.g. it has prefix indicating the billing partner) that the login request is associated with the packet-based communication system billing partner and forwards the billing request to the hotspot's Remote Authentication Dial In User Service ("RADIUS") server **136** in step **S428**.

In response to receiving the login request at the hotspot RADIUS server **136**, the hotspot RADIUS server **136** deter-

12

mines from the format of the temporary user name that the login request is associated with the packet-based communication network. The hotspot RADIUS server **136** sends an authorisation query comprising the temporary username and password to the communication client software provider RADIUS server **138** in step **S430**.

The communication client software provider RADIUS server **138** receives the temporary username and password. Once the communication client software provider RADIUS server **138** has verified the credentials stored in the access DB **130** in steps **S431** and **S432**, it responds to the hotspot RADIUS server **136** in step **S433** with an "access accept" or "access reject" message. The "access accept" message identifies the session using the temporary username and can define the length of allowed session time calculated from the minimum of 30 min or the credit divided by the cost per minute.

Assuming an "access accept" message was received, the hotspot RADIUS server **136** transmits an authorisation message to the hotspot **109** in step **S434**. In response to receiving the authorisation message, the hotspot **109** allows the client **110** to access the internet, and informs client **110** that login was successful in step **S436**.

The access manager **324** informs (other elements of) the client **110** that login was successful. During the connection with the AP **108**, the access manager **324** controls the client **322** UI to inform the user that the terminal is connected to the network as shown in FIG. 6. The user **102** can select to terminate the connection by selecting the "stop" button **602**, as described hereinafter.

Reference is now made to FIG. 4B, which illustrates the process during an ongoing connection to the AP **108**, and when the connection is terminated.

In step **S438**, data is transmitted by the client **110** over the network **106** via the AP **108**. This data can be in the form of a VoIP call or IM message to user **114**, for example.

However, as mentioned above, the hotspot **109** that controls access to the internet is not controlled by the packet-based communication software provider. Therefore, it is problematic for the packet-based communication software provider to terminate the hotspot **109** session from the network side. This problem is solved by transmitting periodic messages or "ticks" from the client **110** and sending responses from the communication client software provider DNS server **128** to the client **110**. The client **110** is configured to terminate the hotspot **109** session when indicated by the tick responses from the communication client software provider DNS server **128**.

During the connection to the AP **108** the access manager **324** generates tick messages at predetermined time intervals (e.g. every 30 seconds). These ticks are sent to the communication client software provider DNS server **128** identified in the token response (see payload description above) in step **S440**. The information derived from the ticks for each session are stored in the account database **134** in step **S442** so that they can be matched offline to the charges received from the billing partner.

In one embodiment of the invention access manager **324** may be arranged to send ticks alternately between two DNS servers identified in the token response to increase reliability.

The payload of the tick message comprises:

command indicating that the packet is a tick

temporary username

tick sequence number—4 bytes, big-endian unsigned integer

sequence_hash—16 bytes, MD5hash(client_challenge, sequence)

The ticks generated at the client 110 include a sequence number that is initialized to a nonzero random value and then increased every time a tick is sent. The communication client software provider DNS server 128 initializes a sequence number to 0. When a tick is received, the communication client software provider DNS server 128 calculates an MD5 hash on its own to verify that the sequence_hash matches the sequence number and the client_challenge for the session. It then checks the sequence number against last successfully received sequence number. If the sequence number is smaller than the server-stored value (i.e. the tick arrived later than the tick that was sent after it) then the server does not update its counter. If the sequence number is bigger than one that server has stored then server does update its counter. The total number of ticks received for each session may be stored such that charges received from the billing partner may be reconciled.

In step S444, the communication client software provider DNS server 128 is arranged to generate a response to the tick received from the client 110. If the sequence number is smaller than server-stored value (i.e. the tick arrived later than tick that was sent after it) then the communication client software provider DNS server 128 responds to client with a RESULT_TICKIGNORED result code. If the sequence number is bigger than the one that the communication client software provider DNS server 128 has stored then the communication client software provider DNS server 128 responds with a RESULT_TICKACCEPTED code.

Further ticks, stores in the account DB 134, and tick responses are shown in S446, S448 and S450, respectively.

The periodic sending of ticks and receipt of responses continues during the length of the session with the AP 108.

The termination of the session with the AP 108 can occur due to either the network side or the client 110 terminating the connection. A network-side termination can occur in one of two ways, as described below.

A network-side termination can be required for the following reason. The communication client software provider DNS server 128 can determine that the user has less credit than determined at the beginning of the session (e.g. in S420). For example if the user of the client 110 has placed a charged VoIP call during the session (or depleted his credit in another way). In this case the communication client software provider DNS server 128 (or other server that generates the tick responses) can end the session in the following two ways.

In the first method, a RESULT_TERMINATE message is sent as a response to a tick from the communication client software provider DNS server 128 to the access manager 324 in step S452. In response to receiving the RESULT_TERMINATE message the access manager 324 is arranged to logout from the hotspot 109 and disconnect from the AP 108 in step S454. The hotspot 109 then generates an accounting stop message and closes access to the internet. The accounting stop message is sent to the hotspot RADIUS server 136 in S456. The charges accrued for the session are then sent to the communication client software provider RADIUS server 138 in S458 for payment offline.

In the second method, the communication client software provider DNS server(s) 128 are arranged to stop sending tick responses to the client 110 when the connection is to be terminated. In this case the client 110 sends a tick message in S460, and waits for a response. If a response is not received after a predetermined time interval in S462, then the client 110 is arranged to logout from the hotspot 109 and disconnect from the AP 108 in step S464. The hotspot 109 then generates an accounting stop message and closes access to the internet. The accounting stop message is sent to the hotspot RADIUS server 136 in S466. The charges accrued for the session are

then sent to the communication client software provider RADIUS server 138 in S468 for payment offline.

The termination of the session by the client is now described with reference to steps S470 to S474.

As mentioned, the user 102 can terminate the session by selecting the "stop" button 602 in FIG. 6. Other methods for terminating the session are also possible, such as using OS controls. When the user 102 terminates the session the access manager 324 is arranged to generate a disconnect instruction. The disconnect instruction is sent to the hotspot 109 in S470. On receipt of the disconnect instruction the hotspot 109 terminates the access to the internet. The hotspot 109 sends an accounting stop message in S472 to the hotspot RADIUS server 136. The hotspot RADIUS server 136 determines the cost of the session. The charges accrued for the session are then sent to the communication client software provider RADIUS server 138 in S468 for payment offline.

Upon termination of the session with the AP 108 (by whatever method), the client 110 is arranged to control the UI to display a session end message, as shown in FIG. 7. The user can close the message by selecting the "close" button 702, or reconnect to the AP 108 using the "start" button 704.

Advantageously, the ticks received at the communication client software provider DNS server 128 from the client 110 are used to reconcile payment with hotspot operator, as an independent record of the length of time that a user was connected to the AP 108 can be generated.

In preferred embodiments, the password and username of the user currently logged into the client 110 are stored locally, to automatically allow the start of a new session when the current one ends because the maximum session duration has been exceeded.

While this invention has been particularly shown and described with reference to preferred embodiments, it will be understood to those skilled in the art that various changes in form and detail may be made without departing from the scope of the invention as defined by the appendant claims. For example, in a preferred embodiment of the invention the access manager is an embedded module of the communication client. In an alternative embodiment the access client is a stand alone program that polls the communication client for account credentials. Furthermore, the above-described technique does not have to be used for providing network access for a packet-based communication client. The technique can be applied for any application that requires access to the internet.

What is claimed is:

1. A method of authenticating a user terminal with an access node providing restricted access to a communication network, comprising:

the user terminal transmitting a request for an authentication token to a trusted network node via an unrestricted channel on the access node, the request comprising a network identity for a user of the user terminal;

the network node verifying the identity of the user using the network identity, generating an authentication token and transmitting the authentication token to the user terminal via the unrestricted channel;

the user terminal deriving login information from the authentication token and providing the login information to the access node; and

the access node authenticating the login information and removing the restricted access such that the communication network can be accessed by the user terminal.

2. A method according to claim 1, wherein the trusted network node is arranged to communicate using a domain

15

name server protocol and the request for an authentication token is provided within a domain name server query.

3. A method according to claim 1, wherein the unrestricted channel is accessed using domain name server tunnelling.

4. A method according to claim 1, wherein the request for an authentication token is encrypted by the user terminal and the authentication token is encrypted by the network node.

5. A method according to claim 1, further comprising the steps of, prior to transmitting the request for an authentication token:

the user terminal reading an identity of the access node and transmitting the access node identity to the trusted network node via the unrestricted channel on the access node; and

the network node determining whether an agreement exists with the identified access node and, in the case that an agreement exists, transmitting a notification message to the user terminal indicating that the user can pay for access to the communication network via the access node using credit purchased from the trusted network node operator.

6. A method according to claim 5, wherein the notification message comprises pricing information for access to the communication network via the access node.

7. A method according to claim 6, further comprising the step of the network node accessing a user database to determine the location of the user and using the location to determine the currency for the pricing information.

8. A method according to claim 7, wherein the step of the network node verifying the identity of the user using the network identity comprises the network node verifying the network identity against the user database.

9. A method according to claim 1, wherein the network identity comprises username and password information.

10. A method according to claim 1, wherein the step of the network node generating the authentication token further comprises the node deriving and storing the login information from the generated authentication token.

11. A method according to claim 1, wherein the step of authenticating the login information further comprises the access node determining a billing entity from the login information and forwarding the login information to the billing entity over the communication network.

12. A method according to claim 11, further comprising the step of the billing entity authenticating the login information with the trusted network node operator.

13. A method according to claim 1, wherein the login information comprises a temporary username and a temporary password.

14. A method according to claim 1, wherein the user terminal is executing a communication client, and the communication client is arranged to perform the steps of transmitting the request for the authentication token and deriving the login information.

15. A method according to claim 14, wherein the communication client is a voice over internet protocol client.

16. An authentication system comprising:

a communication network;

an access node arranged to provide restricted access to the communication network;

a trusted network node connected to the communication network; and

a user terminal arranged to transmit a request for an authentication token to the trusted network node via an unrestricted channel on the access node, the request comprising a network identity for a user of the user terminal,

16

wherein the network node is arranged to verify the identity of the user using the network identity, generate an authentication token and transmit the authentication token to the user terminal via the unrestricted channel, the user terminal is arranged to derive login information from the authentication token and providing the login information to the access node, and the access node is arranged to authenticate the login information and remove the restricted access such that the communication network can be accessed by the user terminal.

17. The authentication system according to claim 16, wherein the trusted network node is arranged to communicate using a domain name server protocol and the request for an authentication token is provided within a domain name server query.

18. The authentication system according to claim 16, wherein the unrestricted channel is accessed using domain name server tunnelling.

19. The authentication system according to claim 16, wherein the request for an authentication token is encrypted by the user terminal and the authentication token is encrypted by the network node.

20. The authentication system according to claim 16, wherein the user terminal is further arranged to, prior to transmitting the request for an authentication token, read an identity of the access node and transmit the access node identity to the trusted network node via the unrestricted channel on the access node, and

the network node is further arranged to determine whether an agreement exists with the identified access node and, in the case that an agreement exists, transmit a notification message to the user terminal indicating that the user can pay for access to the communication network via the access node using credit purchased from the trusted network node operator.

21. The authentication system according to claim 20, wherein the notification message comprises pricing information for access to the communication network via the access node.

22. The authentication system according to claim 21, wherein the network node is further arranged to access a user database to determine the location of the user and use the location to determine the currency for the pricing information.

23. The authentication system according to claim 22, wherein the network node is arranged to verify the identity of the user using the network identity by verifying the network identity against the user database.

24. The authentication system according to claim 16, wherein the network identity comprises username and password information.

25. The authentication system according to claim 16, wherein the network node is arranged to generate the authentication token further by deriving and storing the login information from the generated authentication token.

26. The authentication system according to claim 16, wherein the access node is arranged to authenticate the login information further by determining a billing entity from the login information and forwarding the login information to the billing entity over the communication network.

27. The authentication system according to claim 26, wherein the billing entity is arranged to authenticate the login information with the trusted network node operator.

28. The authentication system according to claim 16, wherein the login information comprises a temporary username and a temporary password.

17

29. The authentication system according to claim **16**, wherein the user terminal is arranged to execute a communication client, and the communication client is arranged to transmit the request for the authentication token and derive the login information.

18

30. The authentication system according to claim **29**, wherein the communication client is a voice over internet protocol client.

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